

Arts Centre Melbourne presents

ZOOOM

A lost star finds its way home



Wominjeka yearmann koondee biik Wurundjeri balluk.

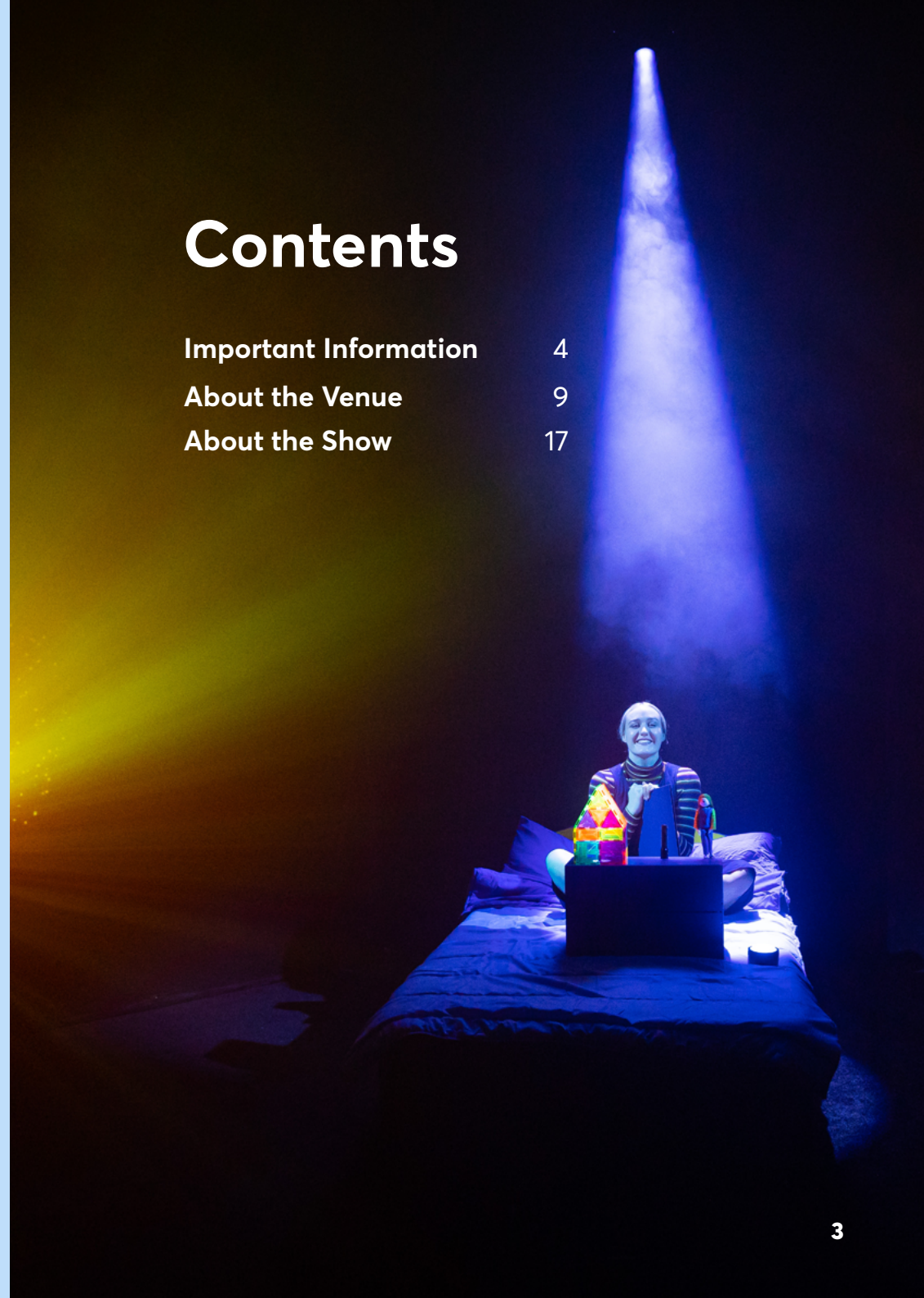
Welcome to the land
of the Wurundjeri people.

Arts Centre Melbourne and the Melbourne Arts Precinct sit on a site that has been a gathering place for song, storytelling, community and culture for First Nations people for millennia.

We acknowledge the Traditional Owners and Custodians of the land on which we gather, the Wurundjeri Woi-wurrung. We also acknowledge the neighbouring Kulin Nation groups, the Boonwurrung and Bunurong people, and pay our respects to elders, past and present.

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Important information

Accessibility at Arts Centre Melbourne

We want everyone to experience the joy, thrill and wonder of the performing arts.

Arts Centre Melbourne presents programs and performances that are accessible. All our major venues are wheelchair accessible and have an Assistive Listening System. We accept Companion Cards for all ticketed events.

We also present events with:

- Auslan Interpretation
- Audio Description
- Captioning
- Tactile Tours
- Relaxed Performances.

Check our website for more details about [accessibility](#) at Arts Centre Melbourne.

Relaxed Performance

Arts Centre Melbourne is committed to providing events where everyone can feel welcome to participate in their own way. Relaxed Performances (RP) are for anyone who would benefit from a more relaxed environment.

We embrace noisy enthusiasm and it's okay to move about and self-regulate. For the Relaxed Performance of **ZOOM**, the theatre doors will be open and a quiet space will be available in the foyer if you need a break. Seating is General Admission, which means you can choose your seat when you enter the theatre. Empty seats are available if you change your mind.

ZOOM is great for sensory seekers as it features extensive use of light and sound. We will lower the volume of loud sound and you are welcome to use ear muffs, sunglasses and stimming devices or fidget toys if you want.

Visual Story

Visual Stories are designed to help prepare you for your visit. They include information about our venues and what will happen during the performance.

This visual story has been developed in collaboration between Beau Windon and the Arts Centre Melbourne Access & Inclusion team.

Contact

If you would like any additional information in the lead up to your visit, please contact Arts Centre Melbourne on **1300 182 183** during business hours or email tickets@artscentremelbourne.com.au

Photography

Photographs by Matt Byrne, Andy Drewitt, Mark Gambino, Jason Lau, Tony Lewis, Jacque Manning and Leif Norman.

Important information

Venue

This production of **ZOOOM** will be performed at the Fairfax Studio, which is inside Arts Centre Melbourne.

Length

The play is 40 minutes with no interval.

Age Recommendation

Suitable for ages 4 – 8. Families are encouraged to review warnings to assess appropriateness of content.

Content and Sensory Warnings

- The theatre will remain quite dark at all times so the lighting effects on stage can look their best.
- Every audience member will be given your own personal light so you won't be sitting in total darkness. You are encouraged to use it as much or as little as you like.
- **ZOOOM** has constant light changes that might be disorienting for some. This includes moving and flashing lights. If sensitive to this, consider bringing sunglasses.
- **ZOOOM** includes some use of lasers and smoky effects. Feel free to cover your eyes whenever this bothers you. Please note there will be no audience scanning with the laser at any time during the show.
- In **ZOOOM** a lot of sudden sound effects are used. These sounds can be high pitched and loud at times. If repetitive noise bothers you, we encourage the use of ear muffs.
- This show uses screens to depict line-based light creatures which might appear frightening to some.
- The lead actor may appear distressed at times during the show, remember it's all pretend and she is safe.
- There is the invitation to dance and play with your own light at a couple of moments in the show. You don't have to join in if you don't want to. The music during these parts might be agitating to those with sound sensitivities, and the lights will flash a lot so please be prepared.

About the venue

Theatre Guidelines

- Photography and mobile devices are not permitted during the performance, however if you need to use a device (such as an iPad) to assist with communication, please inform the ushers. It's always fine to use a device in the foyer or quiet spaces.
- During the Relaxed Performance, a relaxed attitude is taken to movement, noise and eating/drinking in the auditorium (this is okay).
- If you need to take a break during the show, you are welcome to come out into the foyer area. A quiet space will be available, with low lighting and comfortable seating. You can return to the theatre when you are ready – trained staff are available to assist as required.
- Sensory items including ear muffs and sunglasses are available upon request at the Relaxed Performance. You are welcome to bring your own items that will help you feel comfortable in the theatre, such as headphones and fidget toys.
- Face masks are recommended indoors.

ZOOM is being performed at Arts Centre Melbourne. The building has a spire on the top of it. A spire is a pointy tower.



The building

You might go into the building through the car park at Kavanagh Street, or through the doors at the St Kilda Road entrance.

When you get to the building you will see other people who are also going to see shows. Some of them might be seeing **ZOOOM** like you.



You will also see people wearing uniforms. They are called ushers. They can help you with directions or answer any questions you may have about the performance.



Find your way

There are three theatres inside Arts Centre Melbourne. Today you are going to the **Fairfax Studio**.

You might need to walk down some stairs or use the elevator to get to the Fairfax. The friendly ushers will help you find your way.

The place might be quite busy when you arrive, so you may wish to allow yourself extra time or wear ear muffs if it's noisy.

Before going inside the Fairfax Studio, you may like to use the bathroom. Accessible toilets are available on all levels, so please feel free to ask for directions.



Before the show

If you arrive early before the show, there will be creative activities you may wish to join. This will include craft and digital options. It's okay if you don't want to join the activities.





A piece of dark

ZOOOM is a show about light . . . but you can't have light without dark.

You are invited to bring "a piece of dark" to the show with you. What is "dark"? Well . . . it is anything you think it is and it can be found everywhere. Whether it's a black hair tie or a drawing in dark colours or maybe a dark rock that you found on your way here.

When you get here you can trade it with our "keepers of the dark" before entering the theatre. They'll give you a magic light – a little spark to guide you through the dark and allow you to be a part of the show.

During the show you can keep the light on so you won't be sitting in total darkness. When your light starts to change colours, it means its your time to show the people on the stage what you can do with light.

Remember you can always say "No thanks" if you don't want to use your light and just want to watch the show.

Seating

The doors to the theatre will open about **15 minutes** before the start of the show. You can go into the theatre and find a seat early if you want to.

Before you go into the theatre, you will need to show your ticket to the usher. Your ticket is for **General Admission**. This means that you can choose which seat you would like to watch the show from. If you prefer, an usher can recommend seats and take you to them.



During the show

The play will go for about **40 minutes**. There is no interval but if you need to take a break during the show you can leave your seat and come out to the foyer area. You can do this whenever you need to.

There will be a **Quiet Space** in the foyer that has comfortable beanbags and soft lighting where you can relax if you want to.

You can return to the theatre and watch the rest of the show whenever you feel ready.



After the show

When the show is finished, people will clap to say thank you – they might even cheer! Some people may join in with a Deaf clap by waving their hands in the air.

You can join in however you like but if it's too loud you can always cover your ears. Show how much you enjoyed the show in whatever way is comfortable to you.

When you are ready, you can leave Arts Centre Melbourne.



About the show

ZOOM is a show where two inventive actors play with objects, music and lights to explore the magic of dreams.

ZOOM follows a young girl on an imaginary journey at bedtime. She helps a little lost

star find its way home through a universe made of lights and darkness. The girl shows you how she makes sense of her world through art. This is an adventure like nothing you've seen before.



What you'll see

You'll see tricks played with lights that might make you believe in magic. Some of the lights might flash real fast at times, like lasers. If you don't like how this feels then please feel free to cover your eyes at any point. You can wear sunglasses if you want to.

There are also screens on the stage that are used to help bring some very cool critters to life. Remember these creatures are just pretend – they might be strange but you are safe.



Who you'll meet

There are only two actors in the show. Temeka Lawlor plays the curious girl. And there's Liam Ormsby, who you might not even notice on the stage most of the time. He's very well hidden while playing the lost star. The lost star is a creature called Ember. You'll see Ember when Liam bounces the light all over the stage.



Temeka Lawlor



Liam Ormsby

What you'll hear

There are a lot of loud repetitive sounds in this show.

There is whistling.

There are sounds of stretching rubber.

There are laser and crash noises.

There is even some roaring at one point.

Just remember, these might sound up close and real, but they are just playing through our speakers.

It can be very quiet and then very loud and it changes a lot.

Sometimes, the sounds will transform into music.

You will even be invited to dance along at one point.

Don't be afraid to cover your ears or wear ear muffs if you need them.

If you feel like it, you might want to say "Ooooooh" or "Ahhhhhhh" or even "Wowwww" during parts of the show.

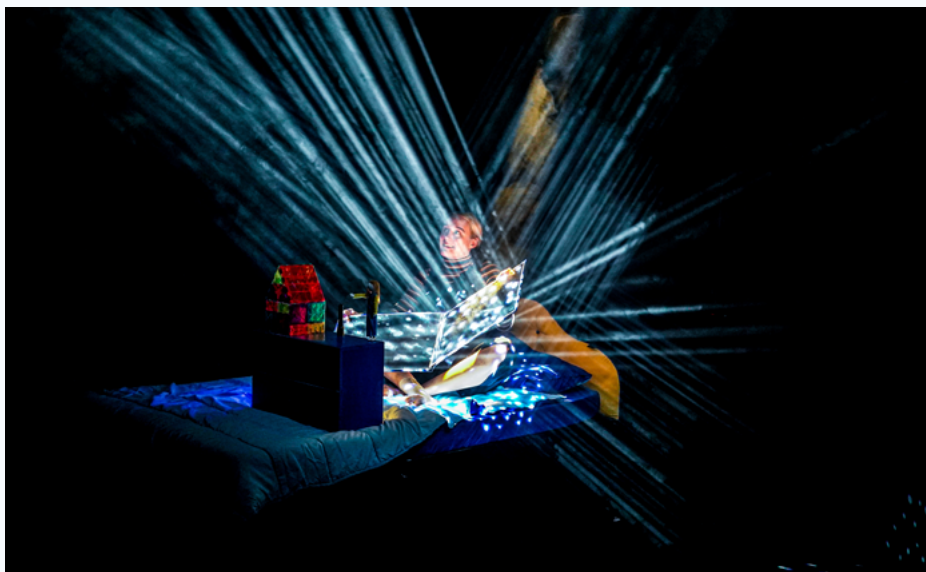
The story

The show begins with just a bed on the stage.

A lone girl enters and reads to her doll from a big book. This is Temeka.

Since it is so dark she uses a torch to read. Do you ever read this way?





Temeka has a huge imagination.

She dreams up some strange things . . . like things that go BOOM, swinging spotlights, and funny creatures.

She even creates bright lights that shine straight from the pages of her book! These lights might shine right at you so be ready to close your eyes if you don't like that.



When she hears a whistle, Temeka sees that something odd is going on with her lights.

She chases the light back and forth as it changes from a hanging light, to a little light much like the one you are given when you enter the theatre.



The whistle goes on and on and on and it scares Temeka a little bit.

Don't worry, she's just pretending.

Temeka hides under her blanket for a bit. That's a great way to deal with feeling scared don't you think?

When she comes out of hiding, Temeka plays with the light some more and a tiny light hovers out in front of her.

It floats around like a firefly.

This tiny light is the star that has lost its way. The star is called Ember.

If you squint verrrrry hard you might see the other actor on the stage here. He is well hidden in the dark but he is playing with the little light.

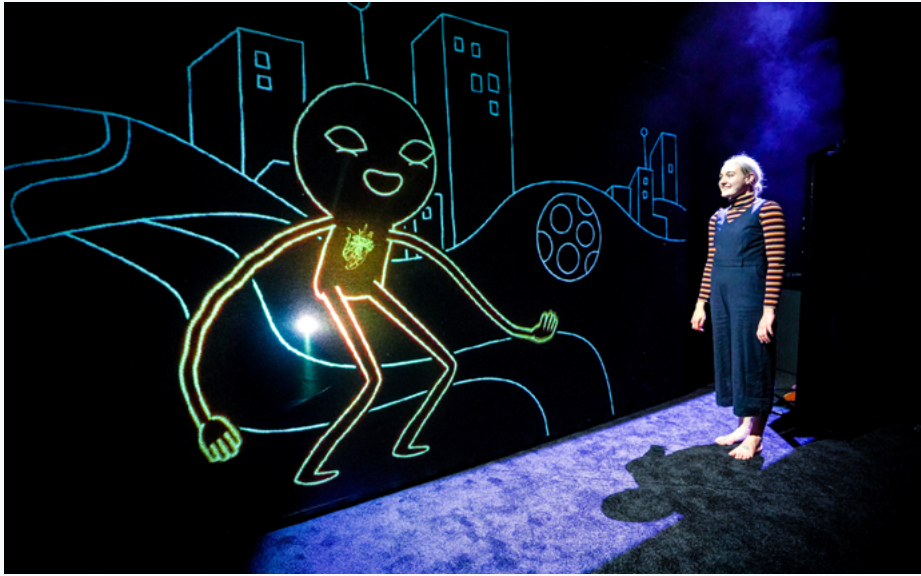


Temeka plays around with little Ember.

She juggles it around and around and around and . . . around some more . . . going so far as to lay on her back and juggle it with her feet!

Then she decides to draw with the light.

It makes a loud SWOOSH sound as she's drawing that sounds a little bit like chalk on a blackboard.



Temeka has a great idea and draws a body for Ember so they can play together.

When she creates a ball, they take turns hitting it back and forth and back and forth to each other.

When the ball is with Ember it is a drawing, but when it gets thrown to Temeka it becomes a real solid ball! What a fancy trick!



When Ember shrinks, Temeka creates a watering can so she can help them grow again. What a smart idea!

You will hear the sound of water here but you won't get wet because it is just pretend.

Next Temeka plays with laser beams!

It looks very cool as she moves the lasers and stretches them and there's even smoke that makes it look all weird.



Temeka uses a sneaky trick to turn the laser into a loooooong rope.

And it glows in the dark!

She plays with it in funny ways.

It might look like she's in trouble and tangled in the rope but remember, she's only pretending to make you laugh.

The ropes move so fast that it might make you feel a little dizzy. Close your eyes if this starts to happen.



A door appears on stage and it does some odd things . . . like making it look like Temeka can change into a light drawing!

She mucks around with this magic door until jumping straight into it to change into a light creature herself!

Don't worry, it's just a fun trick and she'll be back soon.



A light dragon appears and it grows big and roars and might be a little scary. It's only a bunch of lights on a screen so no need to worry!

Temeka escapes the dragon and appears on the other side of the stage.



Temeka sees the crowd now!
 She's amazed at what you can
 do with the lights you have.
 Temeka might talk to you, you
 can talk back to her if you want.
 She'll show you some cool tricks
 with the light!



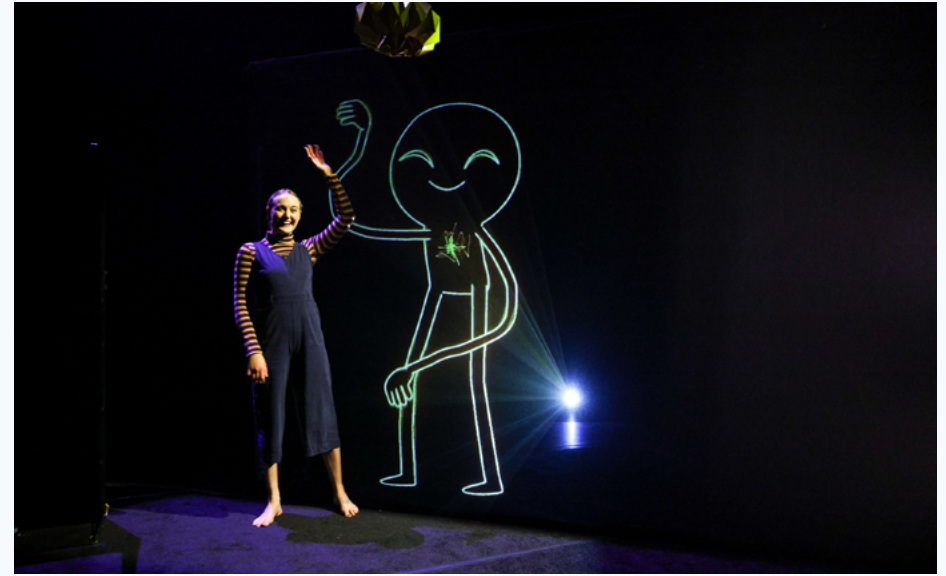
You can play along with Temeka
 if you like.
 Just listen to what she says
 and copy her.
 Together you can create
 some magic.

The lights will make big
 spinning circles.
 If they make you feel dizzy
 you can cover your eyes.



Temeka starts a dance party.
The music gets loud here so
be ready for it. It's okay to wear
ear muffs if it helps you.

If you want to you can dance
too! Sway your lights around
while you boogie.



The show is nearly over so
you can join Temeka in saying
goodbye to Ember.



Your space to draw

When the show has ended you can clap if you want to.

That way the actors will know that you had fun with them.

But before you leave, they invite you for one more dance with them!



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This program is proudly supported by the generosity of donors to Arts Centre Melbourne.



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